

Quick Set-Up Programming Guide For *iq*^{WIK DATA} & *iq*^{WIK PROX} Series Locksets

STEP 1 - INITIALIZE LOCK ID:

NOTE: The Lock ID is a six digit number of your choosing. Skipping this step will default the Lock ID to 000001.

At the keypad, Enter the Factory Code: 9991234, then the # key, enter 6 Digit Lock ID, then the # key.

EXAMPLE	Factory Code	#	6 digit Lock ID	#
	9991234	#	000001	#

The Lock ID will NOT open the lock.

STEP 2 - CREATE GREAT GRAND MASTER (GGM):

Your GGM will consist of a User ID (**UID**) and a Personal Identification Number (**PIN**). You should have these numbers established before you begin to program the lock. This code is required by the **SYSTEM MANAGER** to perform all programming functions.

NOTE: **UID** can be 2, 3 or 4 digits in length. **PIN** can be 3, 4, 5 or 6 digits in length.

At the keypad, Enter the Factory Code: **9991234**, then the * key, enter **UID**, then the # key, enter **PIN**, then the # key.

EXAMPLE	9991234	*	UID #	PIN #
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The GGM is now established for the **SYSTEM MANAGER**.

LOCK IS NOW INITIALIZED!

STEP 3 - TEST LOCK:

At the keypad enter **UID**, **PIN**, then the * key.

EXAMPLE	UID	PIN	*
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After entering this code the **LED** will turn green and lock will allow access for 3 seconds.

BEFORE YOU START! BEFORE YOU START! BEFORE YOU START!

IMPORTANT DEFINITIONS:

1. **FACTORY CODE:** is **9991234**, and is used to initialize the lock for a new installation or full reset. This code must be entered to set the **GREAT GRAND MASTER (GGM)**. After the GGM code is set, the **FACTORY CODE** will no longer be valid and is only re-enabled after a full reset, see page 11.
2. **LOCK ID:** A unique six digit number entered during initialization defining the specific lock.
3. **USER IDENTIFICATION NUMBER (UID):** A unique number assigned to each User with 2, 3 or 4 digits.
4. **GROUP:** One or several Users, all of whom have the same access to the locks, categorized by a two digit **GROUP** number.
5. **PERSONAL IDENTIFICATION NUMBER (PIN):** A unique combination of 3, 4, 5 or 6 keypad letters, numbers or both. (Letters or numbers may be used multiple times to increase the total number of combinations).
6. **USER CODE:** Unique combination of **UID** and **PIN** codes, in that order, having up to 10 total digits.
7. **GREAT GRAND MASTER (GGM):** Code required by the **SYSTEM MANAGER** to perform all programming functions. It replaces the **FACTORY CODE**. This code can also open the lock.
8. **SYSTEM MANAGER:** Person establishing the **GGM** and responsible for highest level of programming. Can establish lower levels of programming for other Users or Groups
9. **PROGRAM INSTRUCTION:** Series of key strokes used to enter a function.

IMPORTANT KEYS:

1. **TERMINATOR KEY (*):** Acts like the "Enter" key on a computer, and is used to add or confirm codes on the keypad.
2. **PROGRAMMING KEY (#):** After a valid **MASTER CODE** is entered, this key is depressed to enter the programming mode. This key can also be used as a time saving feature, allowing the entry of multiple functions. At the end of any **PROGRAMMING INSTRUCTION**, replace the last * with a # to return to **FUNCTION NUMBER** input eliminating the need to re-enter **MASTER CODE**.

LED INDICATOR:

LED INDICATING GREEN (NORMAL MODE)

1. Denotes lock enabled to open. Will flash green after entering valid **MASTER CODE** and **TERMINATOR KEY (*)**.

LED INDICATING RED (NORMAL MODE)

1. Denotes a wrong **MASTER CODE** entry to open the lock.
2. Denotes wrong **MASTER CODE** entry 3 consecutive times and disables keypad for 20 seconds. If another wrong **MASTER CODE** is entered, the keypad is disabled for 40 seconds.

LED INDICATING RED (PROGRAMMING MODE)

1. Denotes incorrect entry or error and vacates programming mode.
2. Programming mode vacated if no key entry within 5 seconds